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SWAT KATS™
THE RADICAL SQUADRON

KIDS TO ADULTS
KA
AGES 6+

INSTRUCTION BOOKLET

HUDSON SOFT®

SUPER NINTENDO

THANK YOU!

Thank you for adding SWAT Kats™ to your library of Super NES games. You have just made the perfect choice by selecting this quality Hudson Soft title. In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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OK SWAT KATS LETS KICK SOME TAILS!

1. Make sure the power switch is OFF on your Super NES.
2. Insert Swat Kats™ The Radical Squadron Game Pak into the slot on the Super NES as described on the Super NES Manual.
3. Turn the power switch ON.
4. A brief gameplay demo will appear. Press the START button to skip the demo and begin the game.

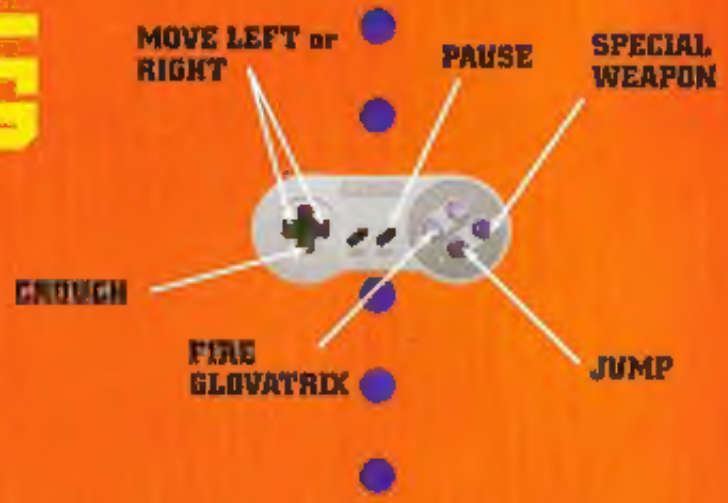
WHO'S THE TOP KAT? SAVE MEGAKAT CITY!

You can choose between T-Bone™ and Razor™ at the beginning of each stage.
To choose between T-Bone and Razor, press the Control Pad Left or Right to choose the character and press the A-Button to make your selection.

After the Player Select screen, you will be able to choose the world and the villain you will face.
To choose the world, use the Control Pad to move the cursor between the worlds and press the A-Button to make your selection.

CONTROLLER

BASIC MOVES



Depending on the character you choose, they will have different characteristics.

T-Bone™ is more powerful but is slower and cannot jump as high. While Razor™ is more agile but does not have the attacking power that T-Bone has.

The Swat Kats™ also have a character specific SPECIAL WEAPON. T-Bone has a bazooka to blow-away obstacles which block his way. While Razor has a jet-pack to boost him over the obstacles.

CLIMBING MOVES

TO CLIMB UP A WALL (or any scaleable object), press the CONTROL PAD UP or TO CLIMB DOWN A WALL press the CONTROL PAD DOWN.

TO JUMP OFF A WALL (or any scaleable object), press the B BUTTON plus THE CONTROL PAD.

TO GRIP ONTO A WALL (or any scaleable object), press the CONTROL PAD LEFT if the wall is to Swat Kats™ left or the CONTROL PAD RIGHT if the wall is to the right.

SPECIAL MOVES

TO RUN LEFT (or RIGHT), press the Y-BUTTON plus the CONTROL PAD LEFT (or RIGHT) twice.

TO USE THE SPECIAL ATTACK, while running press the B BUTTON to jump and press the Y-BUTTON while in the air to attack.

3-D SHOOTING

MOVES THE TURBOKAT™ LEFT OR RIGHT

MOVES THE MISSILE SIGHT

FIRES MISSILES

OUR HIGH-FLYING HEROES

The Swat Kats™ are renowned crime fighters... who pose as laid back "cool" auto mechanics by day. But don't be deceived, when mega trouble arrives they jet off to save their world.

T-Bone™, the leader, is a look-before-you-leap daredevil who loves danger and derring-do. The riskier the enterprise, the happier he is. T-Bone is our pilot. He flies the Turbokat™ and gets it to do things Orville and Wilbur never imagined possible!

Razor™ is the more cautious of the two. He is the co-pilot, navigator and weapon's expert. He's the idea man who has designed much of the special unique weapons the Swat Kats™ carries.

They may be a unit, but there's a macho rivalry between these two guys. They're always trying to one-up each other. They are two competitive cats -- racing each other, timing themselves on their route -- trying to beat their best time. They like challenging each other. And this friendly rivalry is at the heart of their unshakable friendship.

VILLAINS

Megakat City, because of its immense size, is home to a number of unique and powerful villains. With all the trouble these villains cause, the Swat Kats™ are kept busy flying across the skies of Megakat City.

DR. VIPER™

Evil Bio-chemist

MAD KAT™

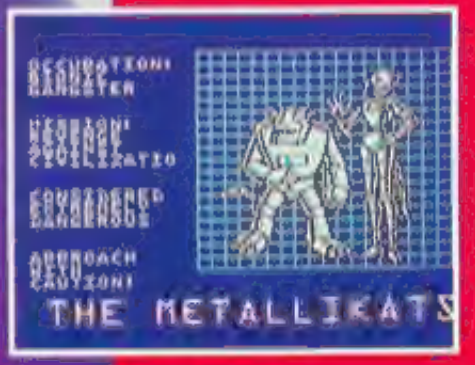
Maniac Trickster

THE PASTMASTER™

Evil Ancient Sorcerer

THE METALLIKATS™

Bionic Gangsters



DARK KAT™

Criminal Mastermind

ON THE SCREEN

Swat Kats™ game play information appears on this screen.

When the game is paused this information appears.

WORLDS

The mega villains are terrorizing Megakat City. The Swat Kats™ must fight the 5 mega villains to restore peace in Megakat City.

WORLD 1

Dr. Viper™ has unleashed the Giant Bacteria in the city. The Swat Kats™ must soar through the high rises to destroy the Giant Bacteria. Then they must find their way to Dr. Viper's Lab to confront the evil bio-chemist.

WORLD 2

Mad Kat™ has kidnapped the children of Megakat City. The Swat Kats must fight their way through Mad Kat Land to reach Mad Kat and save the children from his evil plans.

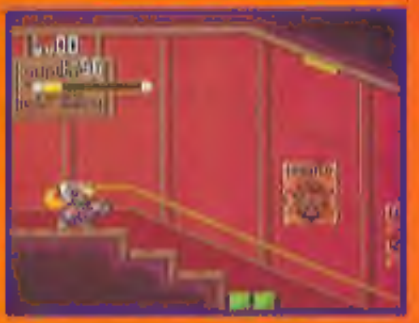
WORLD

WORLD 3

The Pastmaster™ has brought back a sea creature from the past to attack sea going freighters. The Turbokat™ must scramble to destroy the creature. Though the creature is destroyed the Swat Kats™ have no time to rest for the Pastmaster still awaits.

WORLD 4

The Metallikats™ have robbed the First Megakat Bank. The Swat Kats must stop the Metallikats from disrupting the economy of Megakat City.



WORLD 5

Deputy Mayor Calico™ has been kidnapped by Dark Kat™. The Swat Kats must find Dark Kat's secret hideout and defeat him to rescue Callie.

LEVEL UP SYSTEM

As the Swat Kats™ fight through the many worlds and the villains, they will gain experience points. As their experience increases, their level will increase. When they level up, the maximum capacity of their life meter will increase as will the power of the missile fired from the Glovatrix.

NORMAL MISSILE

LEVEL 1

SPIDER WEB MISSILE

LEVEL 5

CEMENT MACHINE GUN

LEVEL 10

THE GLOVATRIX

The Glovatrix worn by the Swat Kats is a piece of art weapon designed by Razor™. It is capable of firing many different missiles. The power of the missiles will increase as the Swat Kats level up.

PINCER MISSILE

LEVEL 20

OCTOPUS MISSILE

LEVEL 15

SLICER DISC

LEVEL 25

ITEMS

SWAT KATS™ MEDALLION
Collect these to earn an extra bonus points.

1-UP
Adds 1 life.

CHILI PEPPER
Restores your life meter.

MILK CAN
Restores your life meter completely.

?
Bonus experience points.

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